

SEPTEMBER 1992

VOL. 2

# TURBO FORCE

TURBOGRAFX-CD SYSTEM GAME MAGAZINE

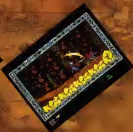


**TONS OF TURBO GAMES PREVIEWED INSIDE!**

DRAGON SLAYER — FORGOTTEN WORLDS — LOOM — RIOT CITY  
SHADOW OF THE BEAST — SHAPE SHIFTER — COSMIC FANTASY 2  
SPLASH LAKE — AIR ZONK — NEW ADVENTURE ISLAND



*One warrior.  
One dream.  
One chance.  
The complete saga.  
Only for the  
TurboGrafx™-CD.*



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# Turbo Force

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Number 2 — September 1992



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# Turbo Force presents: Turbo Duo!

For anyone who missed the first issue of Turbo Force, we thought you may be wondering what this magazine is all about. Turbo Force is a magazine dedicated to the TurboGrafx-16, and in particular, the Turbo CD system, and the new Turbo Duo Super CD System.

For the first time ever, people will get the opportunity to play both CD games and Chip games on the same system! Plus, the Turbo Duo has the new Super CD System built-in.

Turbo Force is here to bring you all of the news and action that is Turbo Powered. so sit back and soak up the action!

*October 10 is coming!!!*



**Have you been waiting for the future? Stop waiting, the future is Turbo Duo!**

On October 10th, the United States will find out what they have known in Japan for almost a year. On October 10th, the Turbo Duo comes to America! This ultra-sleek all-in-one system does just about everything. And the improvements made to the operating system mean no more waiting for those pesky CD games to access. Everything is faster, smoother, and more fun with the Super CD System! And if that isn't enough, Turbo Technologies has absolutely loaded the package with extra software and values! While supplies last, you get five games, and an extra value coupon book bundled with the Turbo Duo! This represents a \$300 value, without even counting the machine! And the price for this deal is only \$299.99. Anyone who has ever seen the advanced power of the TurboGrafx CD games won't want to miss out on this deal. Read on and see what Turbo has in store for you!



*Super CDs will start appearing this year. The epic role-playing adventure, Dragon Slayer will be one of the first.*

*You won't believe the difference the new system makes when it comes to access time. Shadow of the Beast flies right along.*



# Turbo Duo Questions & Answers

## Can all existing TurboGrafx-16 chips and CDs be played on the Turbo Duo?

Yes! The Turbo Duo was designed to be 100% downward compatible. With Turbo you never have to worry about trashing all of the games you have collected for the past three years, just to enjoy the new features offered. As a matter of fact, for those who already own a TurboGrafx CD there will be an upgrade card available in early 1993 (see Turbo Force News, pg. 7), so that you too can enjoy the power of the Super CD. The Turbo Duo offers the convenience of having every feature built into one incredible machine!



*If you like the old Turbo CDs like Sherlock Holmes, you will love the new Super CD System.*

*It wouldn't be the "Duo" if it didn't play TurboChips. Don't pack 'em away, play them here!*



## Can you play music CDs on the Turbo Duo? Can you connect it to your stereo?



*CD+Gs are the wave of the future. You won't be caught unprepared with the Turbo Duo.*

*This control panel is your key to great CD sound. It rivals the most sophisticated CD players.*



Of course! While the Turbo Duo was made to crank out the most radical games around, it is still a CD player! With your Duo you can pump both the awesome sound of lasers firing in Gate of Thunder, and the latest top 40 hits through your stereo TV, stereo system, or both. The on screen control panel offers features otherwise only found in top of the line audio CD players. And the Turbo Duo can also play CD+Gs, music CDs with encoded graphics! While this technology is new, more and more artists are making CD+Gs.

## Is there anything else the Turbo Duo can do?

Your imagination is the only end to what can be done with a machine as advanced as the Turbo Duo. Turbo Technologies is always on the lookout for new and exciting things that can be done with the TurboGrafx CD and Turbo Duo system. They have already started the development of some educational games, and 1993 will see the arrival of the "Intelligent Link" for the Turbo Duo. The Intelligent Link will allow you to connect your Duo to a Macintosh or IBM compatible computer, and create a true multi-media powerhouse!

*Education is as important as having fun. TTI is developing a line of educational CD games.*



*Games like Magical Dinosaur tour (above and left) make learning fun and exciting!*

# Turbo Duo Bundled Software

Five games are included in the value-packed release of the Turbo Duo.



To make the Turbo Duo a better buy for consumers, for a limited time, Turbo Technologies has come up with a pack-in software package sure to knock just about anyone's socks off. They are starting out with their most popular CD game, Ys Book I&II, an epic role-playing game with award-winning graphics, sound, and voice. Next up comes a 3-in-1 CD starring everyone's favorite caveman, Bonk. This special CD includes both Bonk's Adventure and



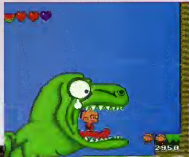
Bonk's Revenge from the popular series. The third game on the disc is Gate of Thunder, an incredible shooter programmed especially for the Turbo Duo. Rounding out the selection is Ninja Spirit. This Turbo-Chip features tons of great hack-and-slash action.

Time tested classics and all new adventures are included in the package.

Gate of Thunder is the first game that utilizes the Super CD System, and it is included with the Turbo Duo at no extra charge.



What would a Turbo System be without the premier Turbo hero, Bonk? They have not only put the famous Bonk's Adventure on the disk...



Ys Book I&II is the most popular Turbo CD released so far. Everyone buying a Turbo Duo will soon experience this adventure.



but also the fantastic sequel, Bonk's Revenge. Look for more Bonk games to come in the near future. And don't forget Zank!

# Turbo Force News

Upgrade card to be made available for the TurboGrafx-16 CD player.



*The Super System Card will be available to consumers in early 1993. This will allow players to use all Super CD games. (The Japanese version is pictured above.)*

Turbo CD users concerned with the prospect of having their trusty TurboGrafx-16 and CD unit become obsolete need worry no longer. Turbo Technologies, Inc., has announced they will release an upgrade card for the existing Turbo CD unit in November of this year. The upgrade card will incorporate the system of the upcoming Turbo Duo, and allow current Turbo customers to upgrade their system for a fraction of the cost of buying the whole new system. The upgrade card will be compatible with all upcoming Super CD games, as well as being downward compatible with all existing TurboGrafx CD games.

The upgrade card will be available in two configurations:

**The Super System card alone — \$65.00**

**The Super System card with a 3-in-1 CD**

**(Bonk's Adventure, Bonk's Revenge, and**

**Gate of Thunder) and a \$50 coupon book — \$95.00**

To find out more about release dates and the Super System card please call this number: 1-800-366-0136.

**Soon you'll be able to convert your Turbo Duo into a multimedia powerhouse!**

Turbo Technologies, Inc., has been working on an adapter to make the Turbo Duo game system computer-compatible. When introduced, the device will allow the Turbo Duo to be connected to Macintosh or IBM-compatible computers via a Small Computer Systems Interface (SCSI) cable, called the "Intelligent Link." Designers working on the project say that there will be no hardware modifications necessary to make the connection. The cable plugs into the cartridge slot on the front of the Duo, and connects to the SCSI port on any standard home PC. With this connector, the Turbo Duo becomes capable of reading High Sierra and ISO 9660-formatted CD ROMs. The main selling point will be the fact that the Turbo Duo costs considerably less than standard CD ROM drives. With a suggested retail price of \$299.99, and considering the software packed in with the Duo, this package should be attractive to many wishing to upgrade their computers.

Turbo Technologies is planning to introduce this device in North America in early 1993. By making the SCSI adapter available to the public, Turbo Technologies hopes to open a market that has not been available to other video game manufacturers in the past, that of the lucrative personal computer enthusiast.



Above: A prototype of the SCSI Turbo Duo system interface, available early 1993.

Left: a photo from one of the many computer CDs soon to be made available to Duo users.



# NINJA SPIRIT™

**Turbo Chip**  
**Action**  
**1 Player**

Now, everyone buying a Turbo Duo can experience the power of Ninja Spirit.



*The first Boss will make you appreciate your shadow spirits. Without them, chances are you're in for a very hard time getting by.*

Stop the presses!!! Turbo Technologies has decided to change the pack-in card for the Turbo Duo. Originally, TTI was going to include the popular adventure/role-playing game, *Dungeon Explorer*. But when they found out they could pack in the incredible action hit, *Ninja Spirit*, they decided the change was worth it. Now everyone buying a Turbo Duo will get the chance to play this all-out hack-and-slash hit.

*Ninja Spirit* follows the character Moonlight out to avenge the death of his father. You must run, jump, and fight your way through seven levels of ultra-intense action. There are three different weapons available to you and power-ups to make each of them more powerful. Most importantly, you have the opportunity to acquire up to two *Ninja Spirits*. Each one shadows your actions and has the same firepower you do. If you have been waiting for the ultimate in action games, wait no longer. *Ninja Spirit* is here and it is putting the rest of the competition to shame.

*Your spirits are the key to your survival. Without them you can only fire one-third as much, and the enemies don't get any easier.*



The pace is fast and furious. Enemies even come out of thin air.



**Sword**

*Four weapons lay at Moonlight's disposal. Each one is best used in different situations. It is best to experiment to find the right ones for you.*



**Bombs**



**Stars**



**Sickle and Chain**



*The Wheel-of-Fire is helpful when running across the ground. Be careful, though. It is not a shield, and you can still get damaged!*

*The second boss moves really fast. One hit and Moonlight is toast, so make sure to fire and jump around quickly to avoid him.*



# AIR ZONK™

Turbo Chip  
Action  
1 Player



If you thought Bonk was hot, wait until you get a load of his descendant, Zonk!



King Drool may have a lot of stuff to dish out, but Zonk is ready for him. Air Zonk is filled with humorous enemies and tons shooting action.

The evil King Drool is back. This time he is sending out a team of robots to wreak havoc on the world. The only one there to stand in his way is Zonk, the coolest dude ever to slide on a pair of shades. If this sounds like a really big job for one little guy, don't worry, Zonk has brought some friends along to help his evil-fighting mission. By combining their power, Zonk and his friends are sure to be a match for any nastiness Drool can dish out.

When fighting the bosses, it is best to take along a friend. The first Boss is straightforward, but beware, he's there to knock you out of the sky.



Awesome flying, quick shooting, and radical transformations await Zonk in this new game for the TG-16. It's up to him to show King Drool that he can't get away with this funny stuff any more.

Get ready for a mind-blowing array of power-up items like never seen before.



Transformed Bulldozer



Snapping Teeth



Mini-Zonk



Baseball Pitcher



Transformed Rocket-Zonk



# NEW ADVENTURE ISLAND™

Turbo Chip  
Action  
1 Player

Master Higgins has finally decided to tie the knot with his true love.



*New Adventure Island offers a long and detailed adventure. Those familiar with the series will have no problem jumping right in.*

*Nothing breaks up a wedding party like the kidnapping of the bride and guests. It is up to Master Higgins to set forth and rescue them.*



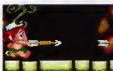
It's wedding day for Master Higgins. After adventuring his way through numerous previous games for a variety of different game systems, he has come home to the TurboGrafx to settle down with his true love once and for all. Of course, things are never quite that easy, especially for a video-game superstar. No sooner could they say their "I do's" than the ever-present evil-being swoops down and kidnaps the newly appointed Mrs. Higgins and some of the wedding guests. Since it is bad manners to invite people to a party and just watch them get carried away by dark ominous creatures, Master Higgins is once again off, on an adventure to rescue his loved ones.

New Adventure Island offers the same game play and characters that players everywhere have grown to love, and combines them with new weapons, new levels, and an adventure larger than ever before. If you are a fan of the Adventure Island series, or are just looking for a good adventure, New Adventure Island is the game for you.

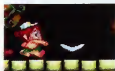
Great new weapons accompany the running and jumping action.



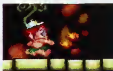
Hatchets



Arrows



Boomerang



Fireballs

*There are four weapons for you to choose from, as well as your trusty skateboard to help you get through rounds. Choose your weapons carefully. Some weapons may be better suited for different situations or enemies, especially the Bosses.*



*The first boss has a Tiger's head and a bad attitude. The hatchets work well as a weapon. You can arc them up and out instead of straight across.*

# SPLASH LAKE™

CD-ROM  
Action/Puzzle  
1 or 2 Players



Here comes Splash Lake. A unique puzzle game for players of all ages.



The levels start off easy, but quickly increase in difficulty. When you start out, one peck will take care of the one slow creature coming at you.

After each set of levels the player is treated to an amusing intermission scene. Consider it an opportunity to catch your breath.



Splash Lake is an exciting new puzzle game for the Turbo CD. You control a duck, in the middle of a lake. Enemies come at you from every corner. Your only defense is your beak. Break the blocks out from beneath them and watch them sink. Be careful. You can't fly, and you can only jump one square at a time. Three hits from any creature or an accidental water landing and it's all over. Sink all of the enemies and go to the next level. There are six zones with ten levels on each, the last level of each zone being particularly challenging. Splash Lake offers quick quacking action and enough challenge for even the most experienced puzzle solvers. So dive on in and meet the furry, funny challenge of Splash Lake.

Plan ahead. It may be your only chance to defeat the most difficult stages.



The ability to jump over enemies and gaps is very important to the game. Remember that you can only jump over one space or enemy at a time.



The worm at the end of level 2-10 is especially difficult, as you must time the breaking of the last brick just right in order to get him to fall into the gap.



Later levels will add enemies that shoot at you. Don't forget to dodge the bullets as you are jumping over the gaps and the rollers.

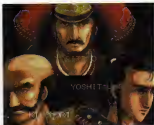
# LORDS OF THE RISING SUN

©1992 NEC TECHNOLOGIES, INC.  
©1992 VICTOR MUSICAL INDUSTRIES, INC.

# LORDS OF THE RISING SUN™

CD-ROM  
Strategy  
1 Player

Enter ancient Japan and battle for land, power, honor, and heritage.



Choose from three characters.



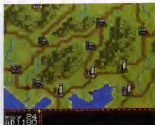
Carefully review your troop formation before each battle.

Lords of the Rising Sun is an historical strategy game set in 12th-century Japan. With one of three warlords at your command, you must gather together three sacred treasures, destroy all warlords who oppose you, and deliver the proper Emperor to his throne. Many great armies will stand against you. You must destroy them.

If you choose to play Yoritomo or Yoshitsune you must avenge the death of your father. Either brother may align with the other's army. You must regain the country from Kiyomori and bring honor back to the Genji clan.

As Kiyomori, you have arranged for your grandson to be made Emperor. However, the Goshirakawa Monastery will not recognize him as such. Your goal is to force their approval by gaining the sacred treasures and destroying your opposition.

Lords of the Rising Sun offer three scenarios for a great challenge to all who seek the way of the Samurai.



View movements on this map.



Troop strength is essential.  
An uneven battle is suicide.



This is the fate of those who do not plan their actions well.

# COSMIC FANTASY 2™

Presented by: Working Designs

CD-ROM  
Role Playing Game  
1 Player



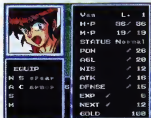
Cosmic Fantasy 2 offers role playing mixed with a beautiful cinematic story...



Cosmic Fantasy 2 is an epic adventure spanning over twenty years on planet Idea (E day uh). The power mad tyrant Galam has kidnapped Laura, planning to use her secret power for his own twisted purposes. You start the game as Van, Laura's childhood sweetheart. When Laura is kidnapped, Van leaves his carefree life behind and sets out on a quest to save her before Galam can unlock the secret of her power.

In the course of your quest you will meet many different characters. Each will help you in exchange for your assistance in solving a problem they have. But, it's important never to lose sight of your ultimate goals: Laura's rescue, and Galam's destruction. Can you beat him alone? Who are these strange people that appear from nowhere? And who ever heard of a talking cat? In this Fantasy, patience is the key to solving the puzzles, and Laura is the prize. Don't let her down.

...spanning over twenty years of adventure on a planet called Idea.



Keep track of each of your character's statistics such as level, power and defensive strength.



You will have many battles like this one with Digin. You must have reached a high enough level to win.

Digin took 60 points of damage.



Babbette will join the adventure twenty years after the first time you confront Galam.

Galam is not the easiest guy in the world to beat. Fortunately, there are a couple of people in your future who will be able to help. Babbette is a CSC cadet out for adventure. Pico is a victim of the Space-Pirates. Together you will make very unusual companions. But hey, you need all the help you can get.



PUSH RUN BUTTON

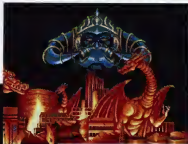
©1992 M&D AVENUE, LTD.  
LICENSED BY CAPCOM

# FORGOTTEN WORLDS™

Super CD-ROM  
Action/Shooting  
1 Player

Amazing arcade action comes home, for the TurboGrafx Super CD!

Enter the Forgotten Worlds. Capcom's smash arcade game comes to life in this perfect translation for the TurboGrafx Super CD system.



The fight rages on through nine alien-infested stages. It seems as if the whole planet is coming to life around you. You don't dare turn you back for an instant.

Straight from the arcades onto your Super CD comes Forgotten Worlds. An intense action shooting game, Forgotten Worlds blasts you into a relentless battle with hordes of aliens. This heart-pounding, thumb-numbing blast-fest is virtually identical to Capcom's classic arcade game.

The battle scrolls in every direction as you spin and shoot everything that moves. Aliens seem to come from everywhere. This game gives you the freedom to shoot in every direction, not just one or two. That means 360° of blasting action.

Nine blistering stages await all challengers. The time has come for you to strap on your jetpack and blast yourself into the action of Forgotten Worlds.

Collect money and choose power-up items that best suit your tastes.



Throughout the game you must destroy the aliens and collect the Zenny (money). Remember, the larger the coin, the more Zenny it is worth.



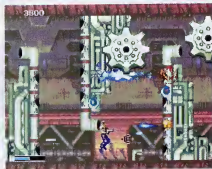
In every stage, a shop will appear out of the ground. If you have collected enough Zenny, you can buy new weapons, armor and first aid.



The farther you go in the game, the more powerful the weapons become. This ricochet shot produces an energy ball that chases your enemies down.

## You must first learn the most effective way to control your character.

In *Forgotten Worlds*, your character flies through the levels instead of just running along the ground. With the button 1 and the RUN button, you can spin your character around while firing. (Auto or manual fire is available.) You have to be fast because you never know when something is going to appear from behind, below, or above. Watch for the shop to appear out of the ground and buy much-needed weapons, armor, and health. You can even purchase information on the most effective way to fight the different bosses. (Hint: Buy weapons that will search out your enemies without your having to spin around as much.)

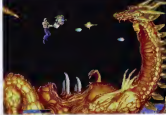


## Nine stages mean nine bosses, all with the same purpose...to stop you!

BOSS #1



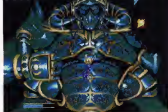
BOSS #2



The bosses in *Forgotten Worlds* can be especially troublesome if you don't have the proper strategy to fight them. Here are a few hints.

**Boss #1:** Destroy the spinning debris and fire into the center of the blob. Don't forget to avoid the fireballs that come from the center where you are firing. Don't wait for all of the junk to be destroyed, just keep firing into the center, and eventually you will destroy the blob.

BOSS #3



BOSS #4



**Boss #2:** The Dragon is very difficult if you don't know where to aim. The natural instinct seems to be firing at the head, but you must fire downward into the beast's heart. The best place to position yourself is directly above the heart avoiding the blades and the tail. Good luck on the rest!



# PRINCE OF PERSIA™

Super CD-ROM  
Action/Adventure  
1 Player

One hour is all the time you have to escape and rescue the Princess.



*Listen to the fortune teller's story. He will tell you of the plight of the Princess. You are the Princess' only hope to avoid death...or worse.*

*The Princess can do nothing except sit and watch the sand slip through the hourglass, while waiting for you to rescue her.*



The benevolent Sultan is away, and in his absence, the Grand Vizier, Jaffar, has been attending to his duties. It seems that Jaffar has grown to enjoy his new power, and will do anything to keep it. The only thing in his way is the Sultan's beautiful daughter. Jaffar has given her one hour to make a decision: marry him or die. The only hope the Princess has is her true love. She does not know that Jaffar has already taken care of him by throwing him in the depths of the twelve story dungeon. Can her true love escape and put an end to Jaffar's evil plan, or must the Princess make the fatal choice?

Run, jump, and fight your way through each floor of the dungeon, searching for a way out. Remember, you only have one hour to escape and defeat the Grand Vizier. You can save your progress at any time. Practice each floor until you have it memorized, and then run through quickly and save your game. Prince of Persia offers a tremendous challenge from beginning gamers to advanced.

The dungeon is huge. Memorize each level and make maps of your progress.



**Sneak through traps**



**Long jump**



*Find the exit to each level. You must run through each one as fast as you can. Remember, the hourglass is running out.*

*One wrong turn and you may fall into a pit of spikes. Map out each level so you don't make the same mistake more than once.*



**Climb up and down**



**Fight**

# RIOT CITY™

Super CD-ROM  
Action/Fighting  
1 or Player

# RIOT CITY

© 1992 Hudson Soft

Super CD takes to the streets with their new fighting extravaganza.



The first boss is a woman with a whip and an attitude. Your special move is very effective against her, but remember the energy drain.

You had better move fast. There is a whole big city out there, and a ton of bad guys to get rid of. Travel through the city one section at a time.



Don't you hate it when you wake up one morning and the streets have been taken over with thugs? Drug dealers and gang members everywhere. In Riot City, it is your job to once again make the streets safe!

Choose from two different characters in their quest to rid the city of all the bad guys. Since this game is still in the early stages, TTI is keeping quiet about the details of the story and some of the stages, but they have given Turbo Force an advance look at the action. There will be five furious rounds with four levels on each. That makes for twenty levels of fighting action! Look for this game to punch its way into the stores in March of '93.

Below are just a few of the radical moves to come.



Splits-Kick



Side-Kick



Side-Kick



Dive



Head Spin

Debus is the larger of our two heroes. Along with his monster punch he has some killer kicking moves. Remember, some attacks use up energy. Only use them when you must.

Asux is the more agile of the duo, and shows it by taking to the air with some of his special attacks. His Super-Kick is unlike anything that has ever been done in a fighting game.



Super-Kick



# DRAGON SLAYER™ :

## The Legend of Heroes

**Super CD-ROM**  
**Role Playing Game**  
**1 Player**

**The time has come for Logan to ascend to the throne.**



On the world of Isrenasa, in the Kingdom of Farlayne, lived a good and noble king. King Corwin was a perfect ruler, and his people lived full and happy lives. Then, on the night of the Seventh Moon, the kingdom was attacked and, though the attack was pushed back, King Corwin was killed.



Farlayne

Following the king's death, darkness descended upon the kingdom. Prince Logan, the rightful heir to the throne, was too young to assume his duties. Baron Drax, the King's advisor, would take his place on the throne until Logan's sixteenth birthday. On that day, Logan would receive his crown.

Ten years have passed and Logan is now ready to become king. But Baron Drax seems to have other plans for the young prince. The Baron wishes to keep the throne and the power for himself and will stop at nothing to assure his ongoing reign.

**You must now fight to gain back what is rightfully yours.**



...and throw you into prison. How are you going to escape? And what is happening to your friends and family in exile?

You go to the Castle Sylvan to seek help. However, when you arrive, the guards don't want to help you. Instead they grab you...

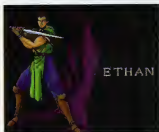


As you get stronger, so do your enemies. There is no way you could survive this quest alone. You had better seek out some companions to fight at your side.

Dragon Slayer offers complete control over battle commands. You can fight manually, or choose "Auto" where the computer will make the decisions for you.



## Band together a powerful party of adventurers.



You, as Prince Logan must form a group of powerful heroes. His quest will be fraught with danger, so you must be strong and experienced if you hope to overthrow Baron Drax and his army. This will certainly be your only chance to regain your throne. If you fail, evil will overtake your world and the peace and beauty that was once Isrenasa may be lost to all generations.



## A huge quest awaits the adventurous.

Dragon Slayer offers a long and difficult adventure, for those who love role playing games. The game is split into six different chapters: *The Uprising, The Chase, Lost King, Mystic Myths, Outlaws, and Dragonfire*. Each chapter challenges the player in new ways and brings Logan one step closer to his destiny. Choose from dozens of different weapons, items, and spells. Build your strength by gaining experience before jumping into a situation that is too dangerous.



Strategy is as important as strength if you are to survive. Carefully plan your moves and attacks.

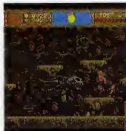
The land is vast, and the enemies are strong. You must learn to rely on the strength of your companions and trust your judgement. Logan must go through many trials before he will see the day his father's death is avenged and the royal crown will once again sit on the proper head.



# SHAPE SHIFTER™

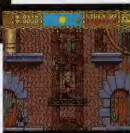
**Super CD-ROM  
Action/Adventure  
1 Player**

**...And a terrifying battle is joined.**



*You must fight many dangerous creatures before you can free any of the wizards. Be sure to choose your weapons well.*

*In the town you can get your fortune told, purchase weapons and get healed. Look everywhere and you may even find some extra gold.*



Things have grown dark in the land of Krellion. The source of all good things, five powerful wizards known as "The Ring of Five," have disappeared. Three evil beings from the shadow realm — three Dark Ones — have kidnapped and hidden the Ring of Five. And now, as the summer equinox approaches, the Dark Ones threaten to break the barrier separating Krellion from the shadow realm and cast Krellion into darkness forever.

Only one warrior, Lykos, can rescue the Ring of Five, destroy the Dark Ones and restore Krellion to the beautiful place it once was.

The wizards will bring forward hidden powers within Lykos. He will learn to transform into creatures of strength and agility. Creatures with abilities far beyond those of men. Each one bringing him closer to the ultimate battle. The battle against the Dark Ones!

**You can only achieve victory through transformation.**

Each wizard you free will unlock part of your true self. This gives you the power to transform into different creatures. Lykos must collect gems, potions, weapons, and armor on his journey. Your weapons and your will must reflect your inner strength. Are you strong enough? If not, Krellion is doomed to remain in darkness...forever.



*Whenever there is an eclipse, Lykos' life and magic timer will return to full strength.*



**Psionic Shark**



**Black Panther**



*The spider boss is your first test. You must beat him before your real quest even starts.*

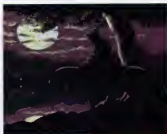
# SHADOW OF THE BEAST™

Super CD-ROM  
Action  
1 Player



**You must return the Beast to his human form.**

Enter the world of the Beast. You have been changed from a man into a hideous monster. The road back to your original form is a long one and is filled with enemies in all shapes and sizes. There will be a few items scattered around to help you, but your main weapons are your wits and your fists. Journey forth, solve the puzzles and defeat those in your way, if you hope to become human again.



*This rider could answer some of your questions. Who is he and why has he changed you into this beast?*

*Your adventure will take you to a new frightening world. A world as beautiful as it is dangerous.*



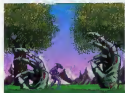
**Both above ground and below, the fight is furious.**



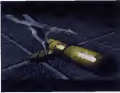
*Enter the "home" and begin your journey. Here you will fight just to stay alive. You know this will not be easy, but it is the only way for you to become human again.*



*Some bosses you will have to fight with your bare hands. Somewhere, there is a potion to give you a more powerful punch. Can you find it?*



*The paths you travel are long and hard. Can you survive long enough to find this gun? It certainly doesn't hurt to have a little extra protection around.*





# LOOM™

# LOOM™

Super CD-ROM  
Graphic Adventure  
1 Player

™ and © LucasArts Entertainment Company

**Turbo Technologies presents Loom, an adventure of music and light.**



I am sent by the Elders  
to summon you.



*Bobbin Threadbare is the main character in Loom. This is the story of his journey to fulfill his destiny and herald the coming of the third shadow.*

*Bobbin is summoned to the chamber of the Elders on the morning of his seventeenth birthday. Why do they seem so afraid?*



The secrets you reveal to Cysna's son  
may be turned against us.

Welcome adventurer, to the Age of the Great Guilds. It is a time when the politics of the world are run by the different guilds. Blacksmiths, Clerics, Glass-Makers, and Shepherds are just some of the most influential groups. On a lone island live the Weavers. The Weavers are perhaps the most powerful of all the guilds. Once they worked with cotton and wool, but as time went by and their talents grew, they learned to weave the very fabric of reality itself.

Now the Weavers spin music and light, and control the essence of the Universe. But all is not well. It seems the pattern of reality is breaking apart. The coming of the Third Shadow is upon them and they are helpless to prevent its coming. The time has come for Bobbin Threadbare to learn his true nature. For Bobbin is not an ordinary child, but one born of the Great Loom itself, and now he must set forth and fulfill his destiny. He must journey off the little island of Loom and seek the cause of the apocalypse. The future of the world depends on him.

**Bobbin must gather his courage for his journey into a world he does not know.**



*Your village is small and modest, but it is all Bobbin has known in his seventeen short years of life.*

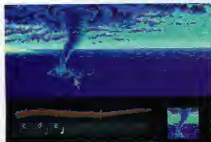


*Bobbin is the first Weaver to leave Loom island in many generations. What wonders does the world now hold?*

The distaff is the tool the Weavers use to spin their amazing drafts.



When young Bobbin starts out, he can only spin a few notes on the staff, but practice makes perfect. As time goes by and Bobbin experiences the world around him, his repertoire of drafts will grow, and so will his power.



Listen carefully to everyone. Even a Shepherd girl can show you a thing or two. Drafts like invisibility and healing will take much practice on the part of the young Weaver.



Swans don't live in the woods, kid.

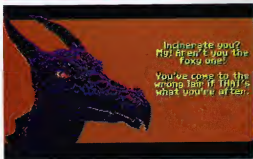
Your first real test will be dealing with the waterspout. Your log isn't exactly the sturdiest ship ever to sail the seven seas. Maybe it would be best if you did not try to face it head on. Remember, the spout is twisting round and round. There must be some way to untwist it. Have you practiced your weaving?

Your modesty is very charming.  
But there is no excuse.



Not everyone you meet will be anxious to help you on your way. These Shepherds do not wish you to pass through their woods. They challenge you to prove yourself, and will not let you through until you comply with their request. For now, maybe it would be best to examine the glass city and find help there.

Your journey will take you from wondrous glass cities to dank dragon's lairs.



Infernate you?  
Mg! Aren't you the  
foxy one!

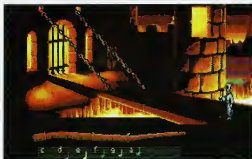
You've come to the  
wrong lair! If THAT's  
what you're after.

Don't let your thoughts be clouded with prejudice. Even the fierce dragons are not all they seem to be.



The lair of the dragon is deep and complicated. If you can figure out a way to move him, you may explore more.

Learn drafts from different guilds. New knowledge is everywhere you travel.



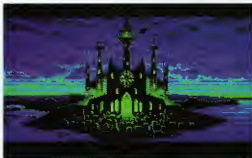
*The Blacksmith's castle is quite different from the humble tents you are used to. It seems you have much to learn.*



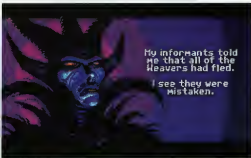
Well, Bobbin, old buddy,  
I think it went something  
like this.

I'm lying here, minding  
my own business, when this  
strange new kid shows up  
and decides he wants to  
switch clothes with me.

*When impersonating someone, they take on your image  
in return. This could prove to be dangerous...to them.*



*Your journey in the pattern will bring you to this cathedral.  
The evil lying within is awaiting your imminent arrival.*



My informants told  
me that all of the  
Heavers had fled.

I see they were  
mistaken.

*Is your destiny to battle with Chaos himself? This is the  
coming of the Third Shadow. Go beyond the pattern.*

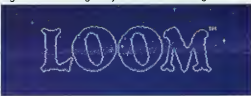
Loom is an adventure brought to life with wonderful music and graphics.



You won't get far in that direction.  
The Loom lies beyond the lake.

*What mysteries wait for you beyond the pattern? Will you  
learn what has become of the rest of your guild and of  
your true origins? Only time will answer these questions.  
Go forth now, young Bobbin, and fulfill your destiny.*

LucasArts Entertainment Company has gone to great lengths to bring forth an adventure that is challenging without being frustrating. Every puzzle has a solution. You will not find your character dying at every turn in the road. You may never have to save your game, except when you wish to take a break. Loom is more than just a video game. It is a story to be absorbed and enjoyed by all ages. Anyone looking for a wonderful, humorous adventure need not look any further. The game you have been waiting for is here. The game you have been waiting for is...



# WHEN YOU THINK TURBO... LINK DENIED TURBO!!



**TURBO DUO TAKES OFF THIS OCTOBER...**



**CYBER BONK**



**GHOST MANOR**



**NEUTOPIA II**



**SHADOW OF THE BEAST (SCD)**



**DEAD MOON**



**HIT THE ICE**



**RIOT CITY (SCD)**



**SPLASH LAKE (CD)**



**FORGOTTEN WORLDS (SCD)**



**JACKIE CHAN**



**SHAPESHIFTER (SCD)**



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# TTI Shines at the

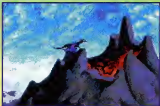


Turbo Technologies, Inc., rolled out the red carpet for game players at the recent Consumer Electronics Show held in Chicago at the end of May. For the first time in the history of the mammoth show, the general public was permitted access to the final two days. In preparation, TTI made certain there was plenty of news, action, and fun.



Bonk's Adventure, Bonk's Revenge, and Gate of Thunder are all packaged on one disc, with Ys Book I&II on a second disc. The TurboChip Ninja Spirit is also included, along with ten \$5-off coupons for further game purchases, and a copy of Turbo Force, the new magazine for Turbo CD ROM players.

Adjacent to the Turbo Duo display was a special tabletop demonstration previewing an adapter which will extend the possibilities of the Turbo Duo into an all purpose, multimedia CD-ROM drive for personal computers. It is expected to be available mid-1993.



Turbo Technologies premiered more than 50 games in its six-thousand plus square foot booth. Close to half were TurboChips, with the remaining being CD-ROM or Super CD. Super CDs are the expanded memory games that will play on the new Turbo Duo, the industry's first chip and CD-ROM system-in-one. An entire area of the booth was dedicated to the new system which goes on sale this October.

The Home Run contest attracted overwhelming numbers of excited players. Ten skilled players were winners of a TurboExpress handheld game systems, and hundreds more won boxes filled with goodies, along with T-shirts, bandanas, and other prizes. On hand to help conduct the contest was that ever-popular game celebrity and super-caveman, Bonk. Bonk brought along his new Cyborg buddy, Zonk, who will be starring in his



The company also announced an extremely attractive package of free games, magazines and discount coupons for Turbo Duo buyers. Visitors to the booth got a sneak preview of special CDs which will be packaged free with the Turbo Duo:



# The Summer CES!

own new game, Air Zonk, due out this October.

In addition to the more than 70 game stations, visitors were also treated to "CD-ROM Theater — The Ultimate Video Game Experience." In a relaxed, comfortable setting, gamers could try their hand at Gate of Thunder, the first Super CD title developed specifically for the Turbo Duo. The theater featured an extra-large screen, and surround sound speakers.

Also on display was the complete lineup of TTI hardware, including the TurboGrafx-16 Entertainment Super



System, the TurboGrafx-CD and the TurboExpress handheld game unit. It was announced that TTI would lower the prices of these popular systems. The TurboGrafx-16, including Keith Courage in Alpha Zones will now sell for \$69.99, the TurboGrafx-CD has been lowered to \$150.00, and the TurboExpress is down to \$199.99 including a mail in coupon, received at retailers, for four TurboChip games.



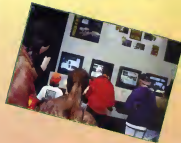
This was the first Consumer Electronics Show for Turbo Technologies, Inc. The company is a new joint venture of the NEC Corporation and Hudson Soft Company Ltd. founded April 1, 1992. The companies have come together to manufacture video game hardware and software under the TurboGrafx name. Turbo Technologies' goal is to aggressively market the Turbo Duo, along with the other



TurboGrafx products, and earn a greater share of the video game market. They plan to steadily increase the flow of software, and make the Turbo Duo the number-one CD based video game platform on the market.

The addition of consumers into the Consumer Electronics Show was especially welcomed by the folks at TTI. It gave them the chance to introduce themselves as the new-kids-on-the-block, and to re-introduce the line of TurboGrafx products into today's technologically advanced marketplace.

Here are some pictures of the CES and the games showed there. Hope to see all you Turbo fans next year!



# COMING ATTRACTIONS

**Check Out the Hot Game Action Coming to a Store Near You in the Months Ahead!**

## September



Order of the Griffon is a Dungeons and Dragons® game for RPG fans.

**New Adventure Island** (TurboChip)  
**Order of the Griffon** (TurboChip)  
**Soldier Blade** (TurboChip)  
**Cosmic Fantasy 2** (CD-Working Designs)  
**Get ready for a super intense holiday season with the TurboDuo!**

## October



Exile (Working Designs) is a role-playing game with action elements.

**Dead Moon** (TurboChip)  
**Air Zonk** (TurboChip)  
**Ghost Manor** (TurboChip)  
**Exile** (CD-Working Designs)  
**Shape Shifter** (Super CD)  
**Prince of Persia** (Super CD)  
**Shadow of the Beast** (Super CD)

## November



Get your skates on and get ready for hockey action with Hit the Ice.

**Hit the Ice** (TurboChip)  
**Chase HQ** (TurboChip)  
**Dragon Slayer** (Super CD)  
**Loom** (Super CD)  
**Forgotten Worlds** (Super CD)  
**Stay tuned, other games to be announced soon!**

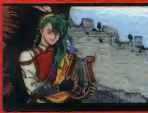
## December



Looking for some serious hacking action? Samurai Ghost is here!

**Somer Assault** (TurboChip)  
**Time Cruise** (TurboChip)  
**Shockman** (TurboChip)  
**Samurai Ghost** (TurboChip)  
**If this year wasn't hot enough, in 1993 TTI really turns up the heat!**

# A LITTLE BIT OF 1993!



Fans of the original will love the update SCD of Dungeon Explorer.

**Magical Chase** (TurboChip)  
**Darkwing Duck** (TurboChip)  
**Legend of Hero Tonma** (TurboChip)  
**World Sports Competition** (TurboChip)  
**Bomberman '93** (TurboChip)  
**Buster Brothers** (CD)  
**Camp California** (CD)  
**Spriggan** (CD-Working Designs)  
**Lords of Thunder** (Super CD)  
**Dungeon Explorer II** (Super CD)  
**Riot City** (Super CD)  
**Dangerous Journeys** (Super CD)



Look for the super sequel to Gate of Thunder — Lords of Thunder.

**Are  
you  
still  
playing  
with  
toys?**



Gate of Thunder



Bonk's Adventure



Bonk's Revenge



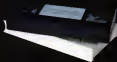
Y's I and Y's II

# Get serious. Get Turbo Duo.

If you're done playing with toys, we'll send you a free 20 minute video of the new Turbo Duo and our software line-up (while supplies last). Just send your name, address, age, sex and tell us which game system you use now to:

*Free Video Give-Away*

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TURBO DUO with SUPER CD-ROM

Power Switch



Shadow of the Beast



Shape Shifter



Loom

UP-COMING

Available through Sears Catalogue. To order, call-

## Bundled Software

### Top View

CD-Rom Drive

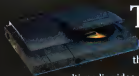
CD View Window

CD Release Button

### Front View

Player Port w/  
5 player compatibility

TurboChip Drive



The new Turbo Duo is definitely no toy. It's the most sophisticated multi-media video entertainment system ever developed. It has more memory and faster loading times. So the graphics and sound are like nothing you've ever seen or heard before.

With the Turbo Duo, you can play all your TurboChip, CD and Super CD games. Hook it up to your stereo and listen to your favorite music CD's, or play the new CD-G's. Or hook it to your personal computer and use it as a CD-ROM drive (Interface adapter available 1993).

What's even more cool than what the new Turbo Duo can do is what you get with it. Each system comes with two free CD's loaded with awesome games. You get Gate of Thunder, Y's I & II, Bonk's Adventure and Bonk's Revenge. Plus, a great TurboChip game.

To help you become a serious player, you also get the all new TurboForce magazine filled with the latest CD information, ratings and clues. And to help expand your library, you get ten \$5 coupons good towards any TurboChip, CD game or accessory you buy.



## RELEASES



Prince of Persia



Forgotten Worlds



Dragon Slayer

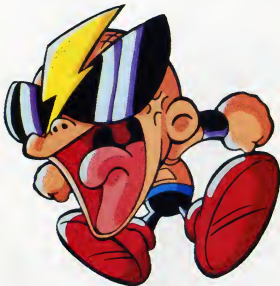
All together, one look at the new Turbo Duo and you'll want to give your old system to your little sister.



**T.T.i**™

Turbo Technologies, Inc.

**HE STICKS HIS TONGUE OUT.  
HE GETS SERIOUS HANG TIME.  
AND HE'S ONLY 4 INCHES TALL.**



## **AIR ZONK. FOR TURBOGRAFX.**



You don't need a basketball to get serious hang time. All you need is a lightning bolt hairdo and a cool pair of shades. It's Air Zonk, the brand new 16-bit game from TurboGrafx.



Where did Zonk come from? Well, his buddy Bonk gets the assist on this one. He created Zonk in his pre-historic laboratory and shot him off into

the future to do battle with hoards of cyber robots. In this futuristic setting, you'll soar through 5 different levels of intense action. And if you're lucky, you can enlist one of your friends to help you along the way. So don your shades

and lace up your boots extra tight, because there are no referees in this game, and the bad guys always play foul.



Air Zonk is a trademark of © 1992 FPD and © 1992 Hudson Soft.  
Available at Toys "R" Us, Babbage's-Electronics Boutique, The Good Guys, Software Etc., Wadsworth Software and through Sears Catalog.



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Turbo Technologies, Inc.

